1988 already, and issue 5 of the O.U.M. What's in it ? Well, just about everything. There are reviews, tips & hints, pokes, a word search, a map, book review, and more, including a full review of the adventure writing system The Quill.

This issue is so packed full that we can't fit in a cover this month, and there's improved printing, so get stuck in.

Arcade action...Arcade action...Arcade action...Arcade action...Arcade action.

Game: A.T.M.
Supplier: Cobrasoft
Price: £ 7.95 / £ 12.95 (cass/disk)

A.T.M. is a French game and stands for Aer Terre Mer. Before you start getting out French dictionarys I'll tell you that that means Air, Land, Sea.

Scene 1, Air: You are in a futuristic plane and find yourself scrolling

across the screen. Air balloons fly towards you, if they touch you then you die. If you shoot them down then they fall to the floor, they then use a rocket and fire many bullets you, not easily avoided.

Scene 2, Land: You now have somehow got yourself into a tanks, and now the enemy come in the form of planes bomb. You must shoot up at these and ahead at the rocks that you are aproaching.

Scene 3, Sea: This scene never ends, so the aim is just to keep going. In this final scene you are in a submarine and must shoot the other subs coming at you, dodge the spiky floor and items falling into the sea such as cans and bombs.

There is also a refueling stage which includes more blasting and dodging, which I "ve never completed.

The title screen is large, detailed and very well presented. The land scene is the best and sound effects are quite good, this game is

fairly satisfying and arcade addicts should get this.

Graphics: 8 Sound: 7 Addictiveness: 7 Overall: 7

If you have bought a good/terrible game then write to us telling us what game it is and with a review, and you may get it printed. Please include details of the price, supplier, compatability, sound, graphics, and all the over grades.

If you want/have tips or hints, pokes or dokes, maps, listings, letters, comments, or any other contribution then please send them up, or maybe you could sent up your top 5 games list. All contributions are gratefully received, except the criticisms.

Issue 6 costs 55p and send an A5 s.a.e with it please, to:
Oric User Monthly, 10 Thomson Ave, Kings Norton, B ham, B38, 8YD.
Orders by the 21st of January please.
Back issues are available for 60p, and subscriptions cost £2.75 or £5.50 outside the U.K. This lasts for 5 issues, and readers will be alerted when there subscriptions are near an end.

Here is a wordsearch to puzzle you, the words to find are below on the right.

OPACIROHIACEZ MXLFEGJCBFIO TMOSGHJR C A W: DUKLATKLG BTA ORMNVAMNO RN D QPMBDEROPN R SY Y S I S KEYFGITW D QRHXSZPR V M F T U W QUILLOLQESLE SRPAMSPXLMNV Y K EYBOARDDEEAE v BPXMTTU.COBPTGQN ONWLUSEFLCSFG IBBCHSLVTAPE

Return Oric Disk Syntax Atmos Draw Cload Csave Verify Zorgons-Keyboard Xenon -revenge Telestrat Quill Hobbit Curor O.U.M. Tape

It should take you about 4 or 5 minutes , any better than 2 minutes is cheating!

Pokes & tips, Dokes & hints

Dave Williams has sent us this poke for Manic Minor, thanks Dave.

Manic minor: Doke++683,4+ EAEA

He also wants pokes for Scuba dive, Gravitor, and Ratsplat.

Robert Bray has sent yet more infinite lives pokes, thanks Robert.

Ultima zone: Place the cassette in the recorder and press the fastforward button to wind it past the " " and "B" files. The "C" file runs automatically so it would have to be loaded without autorun.

Now enter :- POKE 10704,173
POKE 14841,173
CALL 1536 to start the game.

If you have trouble getting any of these to work, please write to me stating your machine or problem, and we'll try to help.

F.G.C are selling well now with their new cheap prices, and have already used up all of their stocks on certain titles. They have asked me to remind readers about their price list after christmas when their games will be sold at clearance prices. So save a few pennies for a game or two after all your christmas shopping, if you have a penny left, that is. (I won't.)

Advertising is free, so what have you got to sell, swop, or buy ?

Pete Coole wants to know where he can obtain a copy of Warp 1, any offers?

Charts: Compiled by readers.

I.J.K. Zorgons revenge I.J.K. Xenon 3 I.J.K. 3) Damsel in Distress Tansoft Defence Force (F) Gazoline Karate Orpheus The Hellion F.G.C. Maze Rally Salammander Classic Racing 8) 9) Fireflash No mans land (F) Sprites 10) Tendre poulet 11) Zebbie I.J.K. 12) Xenon 1 I.J.K. 13) Manic Minor Software Projects 14) Snake Venom F.G.C. (F) 15) Frelon (hornet) Loriciels 16) Ultima Zone Tansoft 17) Chuckford F.G.C. 18) Lone Raider Severn 19) Draculas' revenge Softek Softek 20) Ice Giant

Comment: For the first time Xenon 3 has been knocked off the top spot.

There are also three new entries, Chuckford, Draculas' revenge and Ice Giant. Please keep sending up the lists.

Game: Gubbie Supplier: I.J.K. Price: £7.50

Gubbie is a square-ish man with no arms, well at least it's original. You control him via joystick or keyboard to run around a maze with monsters hot in pursuit. Your mission is to collect bags of loot, some creatures arn't too bad, like the tax-men, but the terrible twins, talk about fast... You see them for a second and blam, they be got you.

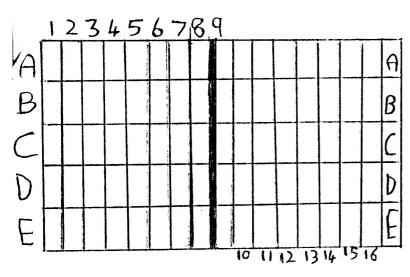
You have a magic spray to stop them, but often trap yourself in too. It is a scrolling game, with smooth scrolling. You move too fast so it's a little hard to control, often dashing straight past the entrance that you want to enter.

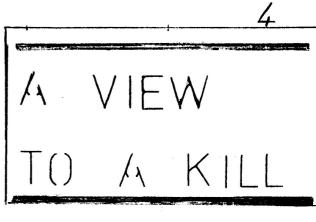
The graphics are smooth and the sound, well apart from a small little tune at the start there is hardly any.

This is quite a good game, although a little overpriced.

Graphics: 7 Sound: 3 Addictiveness: 7 Overall: 7

Pokes: Zebbie: DOKE# 338D, FEAEA: POKE#13FE, FEAEA: The Hellion DOKE#137F, FEAEA





Room contents.

.al: Fire ! Instant death.

a2: Empty

a3: Empty

a4: Fire bucket

a5: Blue cupboard, code, safe code right,

a6: Yellow door pass.

a7: Gun

al: cun
a8: Empty
a9: EBlue door key
al0: Green cupboard key
al1: 3 Bullets
al2: Fire bucket

al3: Bullet al4: Burple door key al5: Crowbar

al5: Growbar al6: Wall bl: Empty

b2: Empty

b4: Fire bucket

b5: Yellow cupboard key

b6: Empty

b7: Blue cupboard key

p8: rappty

b9: Safe code left
bl0: Door key yellow
bl1: Green cupboard
bl2: Fire bucket
bl3: 2 bullets

bl4: Tapa

blb: 2 bullets, fire hose

bl6: Wall

If anyone wants a free copy of the next three floors then write to me with an s.a.e.

Tips: Keep away from the fire, use the crowbar or a coin in the drinks machine for extra energy, the green and yellow cupboards: are empty, the fire hose is used to release Stacey.

We are still ofering free solutions to the Mobbit, Time machine, and Wizard of Akyrz.

Dave Williams wanted to know how to get into the boat in Time Machine, well it's so simple, type: go boat, and the same to get out again, but it cannot be used unless mended. This help came from Simon Wheeler of London.

If you have trouble using the pokes/dokes then please write to me stating your machine & problem.

ok: Exploring Adventures On The Oric 48K rice: £ 6.95

This book is wrote by Peter Gerrard and is perfect for the adventure enthusiast. It introduces you to adventures, give you tips on them, writing them, then you shows you how to write a fairly good one. It also includes three adventure games for you to type in, however they would take at least an hour or two to type in. I typed one in, after I eventually typed it in and de-bugged my typing errors, I tried it. It was Underground Adventure and wasn't too bad, although I was a little fed up of seeing the keyboard after hours of typing. It often talks about games not released for the Oric, but doesn't stray too far.

The book is nicely presented and isn't too hard to follow, it's friendly and tells you about user groups. With this book you could quite easily learn to make a small BASIC adventure game.

Confusement: 4 Friendliness: 8 Overall: 8

W.E. software and most goodbookshops sell this and many other books.

Quill.....Quill.....Quill....Quill....Quill....Quill.....Quill.....Quill......Quill.....

Utility: The Quill Supplier:Gilsoft

Price : £ 16.95 , £ 9.50 in F.G.C. price list.

The Quill is made up of three parts, one to contain all the information relevant to an adventure, a section for you to be able to look at or change parts of an adventure, or to make it. The third parts is used to run the adventure.

The adventure comes with a manual and large casing, it isn't easy to use but you eventually get to know what your game is doing and how it's coming along.

You first draw the map on paper, type in directhons, etc. Then down to the main part. You type in all locations descriptions, example: "You are in a house, doors lead east and west and there is a box on the floor!There are example location descriptions if you want to practice. Then you type in the objects and how they are brought into the game, example, found or made. You can then use different colours in different descriptions or words. Then you decide where the objects will be in the adventure, you then check out the adventure so that you've made no mistakes so far. You then type in the vocabulary and other words which do the same and how they are used, etc. Synonyms' are also included. You then learn how to use GET, DROP, EAT, WEAR, REMOVE, INVENT, LIGHT, and other simple words. You learn errors, like: "I can't do that.". You then use score, turns so far, quit, ending the game, etc. Objects being destroyed or eaten, sound effects, more about maps and flow charts, and a few finishing touches.

The Quill has been used to make several good adventures and this is an excelent package, well worth the money. Well done Gilsoft! Rating: 9 out of 10.

Next Month: More tips, reviews, pokes, helpline, charts, and the usual other items. I now need a rest after this jam-packed adventurefilled, arcadefilled, issue. Goodbye 'till next month and happy new year and thanks to everyone who sent me christmas cards, keep sending the tips....!